



# 2007 ADULT BASKETBALL LEAGUE RULES



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**Milpitas Recreation Services**  
**Adult Basketball**  
**2007 League Rules**

**I. SCHEDULES/LEAGUE FORMAT/PLAYOFF PROCEDURES**

1. Teams will be divided into two (2) leagues. Leagues will consist of 7 teams each and will play a total of 6 games depending on the number of teams in the league and gym availability.
2. The C League is set up to be a higher caliber league suited for teams who have better ball players and who have played together. The League is the lower caliber league; Leagues being the lowest caliber available.

3. League Standings

1. League standings will be based on win/loss record.

**Tie Breaker Rules:**

- A. Head to Head Competition.
  - B. Point Differential: Should teams split the season series, then the team with combined score differential in their meetings will be awarded the play-off spot.
  - C. The team that allowed the fewest points for the season.
  - D. Play-offs: Should tie breakers 1, 2, or 3 not resolve the final standings, then a flip of the coin will determine the play-off spot.
2. The league championship will be determined by a 4 (four) team play-off. The #1 team will play the #4 team and the #2 team will play the #3 team. The winners of #1 vs. #4 and #2 vs. #3 will then play each other for the league championship. All games will be held on the same night and same location.

**II. ELIGIBILITY OF TEAMS**

1. Each team may carry a maximum of twelve (12) players, including a player/manager. Only players who have signed and completed the player roster with the Recreation Department will be considered eligible to play. A non-playing manager must sign the player roster.
2. Teams have until third game to add players. After three games, players may be added only with approval of League Director.
3. Teams are allowed to participate in outside tournaments, and may add new players for such, however, players added for tournament play are not eligible for league play.
4. Each team must keep at least 50% of the players shown on the preliminary roster active throughout league play.
5. To be eligible to compete in playoff games, a player must have competed in **at least 3 games**.

### III. ELIGIBILITY OF PLAYERS

1. All players registered for the leagues must be 18 years old and out of high school.
2. No player shall be compensated for playing in any scheduled games.
3. All players MUST have signed the roster by 5:00 p.m., before first scheduled game. No contracts or fees will be accepted at the gymnasium.
4. In order to be eligible for playoff games, a player must have participated as a player (in the game lineup) in at least three (3) regular league games. Be sure to submit a line-up of present players at a game when there is a forfeit involved. It is the team manager's responsibility to submit a line-up of players for each game.
5. All players must conform to the "SANCRA PLAYERS CODE OF CONDUCT." A player suspended in one city will automatically be suspended throughout Santa Clara County. The League Director reserves the right to impose penalties and sanctions as seen fit for overall good of the league, the officials and the City.
6. A player may play for more than one team in the County as long as he plays in a similar league classification. A player may not play on more than one team in the Milpitas Adult Basketball Program.

### IV. RULES

Official High School Basketball Rules shall cover all game situations except the following:

1. Teams must start and finish a game with a minimum of four (4) players.
2. Any disrespect shown an official will result in that player being ejected from the game. Any player ejected from a game for disciplinary reasons will be suspended for the next scheduled game as well. Repeated offenses will result in that player being suspended from the league indefinitely by the League Director. A player receiving a technical foul must sit on the bench two minutes before the player can return to the game.
3. Any player who commits his 6th foul is automatically disqualified from further play for that game. He may not under any circumstances remain in the game.
4. A 20-minute running clock will be used, except for the last two minutes of the second half, unless a team is ahead by 15 points.
5. Tied games will be decided immediately in a three-minute overtime period. All overtime periods will be played as follows:
  - A. Each team will be awarded one time-out per overtime period. There will be no carrying over of time-outs.
  - B. The first overtime period will run 3 (three) minutes of which the 1st 2 (two) minutes will be running time and the last minute stop time.
  - C. SUDDEN DEATH: The second overtime will be played until one team leads by two points, which will be declared the winner, then the game will end.
6. If a player is shooting the ball outside the three point arch and is fouled, the player will be awarded

three free throws.

7. Teams will shoot one-and-one on seventh foul, one plus one on 10th foul.
8. Time Outs: 4 per game. Two the first half and two the second half, non-cumulative. If a team does not use their time outs from the first half, they do not carry over.

Overtime: Two (2) 3 minute periods. Two minutes running; one stopped. One time out per overtime allowed. No carry-overs.

9. When shooting a technical foul, the time clock will be stopped.
10. Players receiving two technical fouls during a game will be ejected from such game and suspended from their next scheduled game as well. League Director may take further action if the situation dictates.
11. Officials will have the option of stopping and forfeiting a game if it gets out of control.
12. No dunking during warm ups.
13. Technical Foul: 2 shots plus ball out.

#### V. **FORFEITS**

1. Game time is forfeit time. A five (5) minute grace period will be implemented for the **first game only (6:30 p.m. game)**.
2. A team shall be fined \$20 when they forfeit a game, payable by 5:00 p.m., the day before the next league game at the Recreation Department. Forfeit fees **will not** be accepted at the gym. Failure to pay fee will result in forfeiture of all games until the fee is paid and possible suspension from the league.
3. A team forfeiting two or more games becomes subject to being dropped from the league with no refund given.
4. Any team that sees a conflict with their scheduled game and notifies the League Director forty-eight (48) hours in advance will be credited with a loss and not a forfeit. Playing in another league or tournament shall not be considered sufficient reason to withhold a forfeit.

EACH TEAM WILL ONLY BE PERMITTED TO UTILIZE THIS RULE ONCE PER SEASON.

5. No postponement of scheduled league games shall be allowed. The League Director may only make any necessary changes in the schedule to conform to facility use.
6. Forfeits may be declared by the League Director or designee for any of the following reasons:
  - a. Failure to appear at the scheduled game time with at least four (4) eligible suited players.
  - b. Using an ineligible player, if called to the attention of the League Director before team plays next regularly scheduled game.
  - c. Unsportsmanlike conduct.
  - d. If, in the opinion of the officials, the manager does not have control of his team.

- e. Harassment of officials, scorekeepers, gym attendants, or City employees.

## VI. PROTESTS

All protests will be ruled upon by the League Director.

1. Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall immediately notify the opposing manager, the head official and the scorekeeper in writing of his intention to protest (forms are provided for this).
2. The "intent to protest" must be filed with the gym supervisor before leaving the gym. This notice of intention of protest is mandatory.
3. It is understood that the filing of an intent to protest must be followed by filing a protest in the Recreation Department Office no later than 5:00 p.m. on the day following the protested game.
4. A twenty-five (\$25.00) dollar fee, which is automatically forfeited providing the protest is denied, must accompany each protest. A formal protest should contain the date, time and place of the game, the names of the officials and the scorekeeper, the rule and section of the official rules or local rules under which the protest is made, and all essential facts involved in the matter protested.

## VII. MISCELLANEOUS INFORMATION

1. The running summary of the score book shall be the official score at any and all times throughout the game regardless of the score indicated on the electronic scoreboard.
2. Persons or players participating in any activities sponsored by Milpitas Recreation Department are NOT covered in any way for personal liability, property damage or accidental injury.

## VIII. AWARDS

1. Team awards will be given to league winners and runner-ups after playoffs.
2. Individual T-shirts will be given to the 1st place team members only.

## IX. USE OF GYMS

It is the Manager's responsibility to enforce the following rules and to let all team members know of them:

1. No smoking in any Sports Center buildings. **NO ALCOHOLIC BEVERAGES** allowed in gym or parking lot. No food or drink allowed in gym, including player's refreshments.
2. Park in designated areas only.

## X. UNIFORMS

Teams must have matching colored jerseys with a 7" number on the front or back. Players without a matching jersey will be ineligible to play. Matching jersey definition will be left up to the discretion of the League Director, referees or gym scorekeeper.

## **MANAGER'S RESPONSIBILITIES**

### **Manager's Responsibilities:**

The manager of each team, or their designated representative, will be responsible for all of the following duties for the basketball season. The manager is responsible for:

1. Submitting team roster application and signatures, addresses, for each player on the roster who will be playing any games filled out completely, accurately and legibly as well as signed by the player.
2. Being sure the roster is kept up-to-date with all active players.
3. Submitting a line-up card to the scorekeeper at least **10 minutes** before game time.
4. Keeping all players and spectators in control as it relates to code of conduct, including any verbal or physical harassment to any person present at the field.
5. Enforcing the alcoholic beverage policies at the games.
6. Apprising the League Director of any problems or complaints in written form.
7. Knowing the league rules, and SANCRA code of conduct and informing all players of their guidelines.